

ROMMEL'S PANZERS

3301



ROMMEL'S PANZERS

Armored Warfare in the Desert

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**A Metagaming MicroGame
Trademark Applied For**

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1.0 INTRODUCTION

On February 12, 1941, Erwin Rommel arrived in North Africa to save a collapsing Italian empire. Among the units under his command was the Deutches Afrika Korps. With the Afrika Korps, Rommel wreaked such havoc and exercised such military ingenuity that he would thereafter be known as the Desert Fox. Though the Afrika Korps was often underequipped and outnumbered, it was often victorious.

ROMMEL'S PANZERS portrays actions of the campaign on the tactical, tank-to-tank level. Strategic and logistical factors beyond the scope of this game were important, but, ultimately victory depended on the success of the individual tanks. Because of the open, hostile terrain, the tank, not infantry, rules the battlefield.

Each unit represents an individual tank, anti-tank gun, or truck of some particular type. Each map hex represents an area about 20m across. The game includes several scenarios, which usually depict various types of actions rather than specific battles.

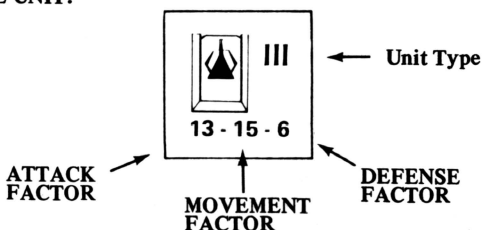
2.0 MAP

The map represents an area of North African desert. The double lines represent small roads or tracks. The red and black splotched lines between hexes represent ridges. Not all terrain is used in all scenarios.

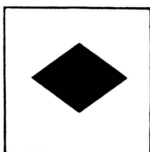
3.0 COUNTERS

The counters are tank, anti-tank gun, and truck units, as well as buildings and markers for artillery targeting. Each counter other than a building or a target marker has three numbers (Attack Factor, Defense Factor, and Movement Factor), an abbreviation for its unit type, and an outline of the vehicle or gun.

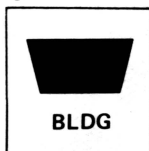
SAMPLE UNIT:



Artillery Targeting Marker:



Building:



Unit Types:

British:

- GR: Grant M3 (tank with both 37mm and 75mm guns)
- ST: Stuart M3 (light tank with a 37mm gun)
- C-II: Crusader Mk. II (cruiser tank with a two-pounder gun)
- MAT: Matilda Mk. II (infantry-support tank with very heavy armor and a two-pdr. gun)
- BFR: Bofors 40mm light anti-aircraft gun used as an anti-tank weapon
- 2-PDR: Two-pounder anti-tank gun
- 6-PDR: Six-pounder anti-tank gun
- TRK: Truck

German:

- II: Panzer Mark II light tank, with a 20mm gun
- III: Panzer Mark IIIE tank with a short 50mm gun
- IIIS: Panzer Mark IIIS Special tank with improved armor and a longer 50mm gun
- IV: Panzer Mark IVD tank, an older model with a very short 75mm gun
- 28: 28/20 Pak anti-tank gun (28mm)
- 50: 5cm Pak 38 anti-tank gun (50mm)
- 88: 88 MM Flak heavy anti-aircraft gun, used as an anti-tank weapon
- TRK: Truck

4.0 PREPARATION FOR PLAY

ROMMEL'S PANZERS has several scenarios (see 19.0). Players may wish to devise their own scenarios instead. Players must agree upon which scenario to play and upon which player will be Germans and which player will be British. Players select their forces and set-up according to the scenario rules.

5.0 GAME-TURN SEQUENCE

Each turn consists of several phases, which must be done in order.

I. First Player-Turn

- A. *First Movement.* The first player moves his units.
- B. *Stationary Fire.* The first player fires any units which did not move or change facing in the First Movement Phase.
- C. *Defensive Fire.* The second player fires any of his units.
- D. *Mobile Fire.* The first player fires any of his tanks which did move or change facing in the First Movement Phase, though with a penalty.
- E. *Second Movement.* The first player may move any of his tanks and trucks a limited distance, regardless of whether or not they moved in the First Movement phase.

II. Second Player-Turn: Repeat Phases A through E with the players reversed.

6.0 MOVEMENT

6.1 General. During each of his Movement Phases, a player may move some, none, or all of his units. During the First Movement phase, a unit may be moved through a number of consecutive hexes equal to its Movement Factor. **EXAMPLE:** A Panzer III (Movement Factor of six) may move six hexes. A unit may move less than its Movement Factor, and does not have to move at all. Unused movement may not be transferred to another unit or saved for later. One unit's move must be completed before another's move may begin.

6.2 Friendly Units. A unit may freely move through hexes occupied by friendly units. However, it may not end the Movement phase in the same hex as a friendly unit (except when towing it, see 13.0).

6.3 Enemy Units. A unit may never enter the same hex as an enemy unit (except when overrunning, see 14.0). Units in this game, unlike those in many wargames, do not exert zones of control into adjacent hexes. Anti-tank guns may do emergency defensive fire (see 12.3).

6.4 Ridges. Ridges do not affect movement.

6.5 Roads. A tank may move one-and-a-half times its normal Movement Factor in the First Movement phase if it begins the turn on a road and does not move off the road that Movement phase. Fractions of hexes are rounded down. **EXAMPLES:** A Panzer III (Movement Factor of six) may move nine hexes on a road. A Panzer IV (Movement Factor of seven) may move 10 hexes on a road. Trucks may move *twice* their normal Movement Factor if they begin and end their First Movement phase on a road. Anti-tank guns receive no road bonus.

6.6 Second Movement Phase. In the Second Movement phase of each turn, each tank with a Movement Factor of 10 or more (Stuart and Pz. II) may move three hexes. Each truck may move three hexes. Each tank with a Movement Factor of less than 10 may move two hexes. Anti-tank guns may not move during the Second Movement phase unless they are being towed; see 13.0. No units receive road bonuses in the Second Movement phase.

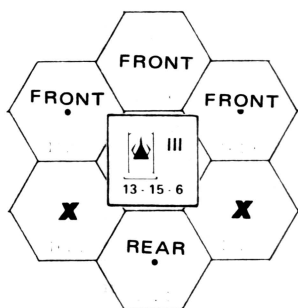
6.7 Entering the Map. When a unit enters the map, the map edge hex on which it enters counts as the first hex of its movement. If more than one unit enters on a single hex, the hex counts double movement for the second unit, triple movement for the third unit, and so on. Anti-tank guns do not have to be towed.

6.8 Exiting the Map. Units which leave the map may not return.

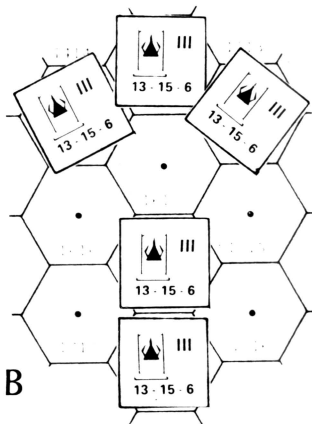
7.0 FACING

7.1 General. Each tank is considered to be facing the hex to which the top of the counter is closest. Trucks and anti-tank guns do not have facing.

7.2 Direction of Movement. A tank may only move to the hex that it is facing or to either of the two hexes adjacent to this hex. (Exceptions: backing-up and facing changes, see below) After it enters one of these three hexes, its rear must face the hex that it



A



B

The Pz. III in A could move to any of the indicated hexes in B, or it could continue moving forward.

was just in. This movement counts as one hex of the unit's Movement Factor.

7.3 Changing Facing. A tank may change its facing to any of the six adjacent hexes at any point during its movement. This counts as one hex of the tank's movement. **EXAMPLE:** A Pz. III could only move five hexes, not six, if it changed facing once at any point during its First Movement Phase. It could only move one hex, not two, if it changed facing during its Second Movement Phase.

7.4 Backing-up. A tank may move one or two hexes directly to its rear without changing facing, if it does no other movement that Movement Phase. It may not enter either of the two hexes to its side-rear without changing facing. Any tank may back-up one or two hexes during either Movement Phase.

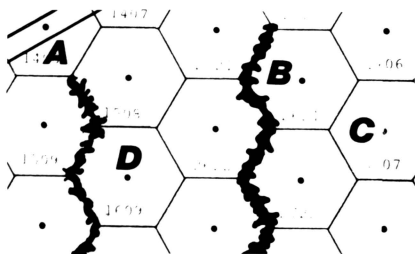
7.5 Side and Rear Armor. A tank's Defense Factor is halved if the attacker is to its side or rear, see 9.9.

7.6 Turrets. A unit may always fire in any direction, regardless of its facing.

8.0 LINE-OF-SIGHT (LOS)

8.1 General. A unit cannot fire at an enemy unit if the line-of-sight (LOS) to that unit is blocked. A target is harder to hit (see 9.5) when the LOS to the target is partially obstructed. The LOS between units is a straight line between the center of the hex occupied by the firing unit to the center of the hex occupied by the target unit.

8.2 LOS Blocked by Ridges. If the LOS goes through a ridge hexside (or even a corner of one) that is not adjacent to either the firing or target unit, the LOS is blocked. If the LOS goes along any ridge hexside, the LOS is blocked.



A unit in Hex A could not fire at a unit in hex C or hex D. If it fired at a unit in hex B, the target would have cover.

8.3 Ridge Cover. If the LOS goes through a ridge hexside that forms a side of the target unit's hex, the LOS is not blocked, but the target is harder to hit (see 9.5).

8.4 Cover Behind Wrecks. If the LOS passes through (not just along the side of) a hex that contains a wreck (see 10.0) that is adjacent to the target hex, the target is harder to hit.

8.5 Other Units. Enemy and friendly units neither block LOS nor provide cover.

9.0 COMBAT

9.1 When Combat Occurs. During an appropriate Combat Phase, each unit may fire at one enemy unit to which it has an unblocked line-of-sight. Each tank may fire once during either its own Stationary Fire phase or its own Mobile Fire phase, and once during the Defensive Fire phase of the enemy player-turn. Some anti-tank guns can fire twice during their own Stationary Fire phase and twice during the Defensive Fire phase of the enemy player-turn (see 12.0). Any unit may be fired at an unlimited number of times each turn.

9.2 Procedure. Attacks are announced and resolved one at a time. First, the player announces which of his units is firing at which enemy unit. A die is rolled and the To Hit Table is checked to see if the target unit is hit. This die roll may be modified for Weapon Accuracy or Target Cover or Mobile Fire. If the target is hit, a die is then rolled and the Hit Effect Table is referenced to see if the target is destroyed.

9.3 Roll to Hit. An addition or subtraction may be made to the "To Hit" die roll to take into account Weapon Accuracy (see 9.4). Another addition or subtraction may be made to account for how hard the target is to hit (see 9.5). In addition, two must be added to the die roll if the firing unit has moved that player-turn (in other words, all attacks during the Mobile Fire phase.) Then the range between the firing unit and the target unit is determined, and the To Hit Table is consulted. If the modified die roll is one of those shown on the table for that range, the target is hit.

9.4 Weapon Accuracy. The German player may subtract three from the "To Hit" die roll when the firing unit is an 88mm anti-

tank (AT) gun. The British player may subtract two from the die roll when the firing unit is a six-pounder AT gun, or a Pz. IIIS or a Grant tank. One must be added to the "To Hit" die roll when the firing unit is a Pz. II, Pz. IV, Crusader, or Matilda tank. No modifiers apply for a Stuart or Pz. III tank. (Summarized in the Die Roll Modifiers Table)

9.5 Target Cover. If the target is a tank or truck, the firing player must add two to the "To Hit" die roll if the line-of-sight goes through a ridge hexside that is part of the target hex or if the LOS goes through a wreck that is adjacent to the target hex. If the target is an anti-tank gun, the firing player must add one if it is in the open, three if it is behind a ridge or wreck or if it is dug-in (see 12.5), or four if it is in a building (see 18.0). *The die roll modifiers for cover are not additive; only the highest modifier is used.* (Summarized in Die Roll Modifiers Table).

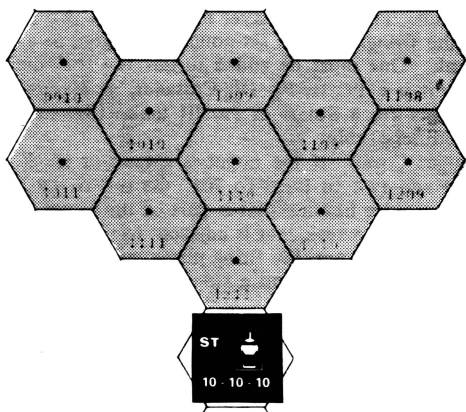
9.6 Range. The range is the number of hexes from the firing unit to the target unit, by the shortest path. The target unit's hex is counted but not the firing unit's hex. Any unit may fire at any range, but the chance of hitting decreases at longer range (see To Hit Table), especially for units with poor Weapon Accuracy.

9.7 Hit Effect Die Roll. If a truck or anti-tank gun is hit, it is automatically destroyed (unless it is hit by a machine gun, see 11.0). If a tank is hit, another die roll must be made to see if the hit penetrated the tank's armor and destroyed the tank, or if the shell was stopped by the tank's armor. The Attack Factor of the firing unit (first number at the bottom of the counter) may be modified for range (see 9.8). The Defense Factor of the defending unit may be modified for the target's facing (see 9.9). Then an odds ratio is computed by dividing the firing unit's Attack Factor by the target's Defense Factor. This is rounded off *in the defender's favor* to one of the simplified odds ratios shown on the Hit Effect Table. **EXAMPLES:** If a Stuart hits a Pz. IV (with no modifications for range or hit angle), the odds are 10-10 which simplifies to 1-1. If a Stuart hits a Pz. III, the odds are 10-15 or 1-2. If an 88 hits a Matilda, the odds are 60-25 or 2-1.

After the odds are computed, the die roll is cross-referenced with the odds column on the Hit Effect Table. If the result is an X, the target is destroyed. If the result is a -, the target tank is unaffected. Destroyed tanks are inverted to form wrecks.

9.8 Range Effects on Attack Factor. The firing unit's Attack Factor is doubled if the range is five hexes or less. The Attack Factor is halved (with fractions rounded down) if the range is more than 20 hexes. **EXAMPLE:** If a Pz. III hits a Stuart at a 22 hex range, the odds are $(13/2)$ -10, or 6-10, or 1-2.

9.9 Target Facing. The full Defense Factor of the target unit is used only if the firing unit is to the front of the target unit. Otherwise, its Defense Factor is halved (with fractions rounded down). **EXAMPLE:** If a Pz. III hits a Stuart from the side at medium range, the odds are $13-(10/2)$, or 13-5, or 2-1. **EXCEPTION:** Matildas have a Defense Factor of 20, not 12, when attacked from the side or rear.



The Stuart's Defense Factor is 10 if fired at from a shaded hex and five if fired at from an unshaded hex.

10.0 WRECKS

When a tank is destroyed, it is turned upside-down on the map rather than being removed. This provides cover for adjacent units (see 9.5). No unit may end its movement in a hex occupied by a wreck, although any unit may move through such a hex. Wrecks are not formed when trucks and AT guns are destroyed; multiple wrecks in a hex have no additional effect.

11.0 MACHINE GUNS (MGs)

11.1 General. All tanks have machine guns in addition to their main Attack Factors. However, *machine guns only affect trucks and AT guns that are not dug in (see 12.5) or behind ridges or wrecks.* They have a maximum range of 10 hexes.

11.2 Procedure. Each tank may fire its MG in its Mobile Fire phase only, regardless of whether or not it moved. MGs may not be fired in the Defensive Fire phase. Any single truck or AT gun to which a clear line-of-sight can be traced is automatically hit (or two adjacent units are hit; see 11.4). No "To Hit" die roll is necessary. The MG has an Attack Strength of four at a five hex range or less, and an Attack Strength of two at six to ten hexes. The MG's Attack Factor is then divided by the target's Defense Factor to determine the odds ratio. Next a "Hit Effect" die roll is made, and the Hit Effect Table is consulted to see if the target is destroyed.

11.3 Main Gun and Machine Gun Fire. If a tank fires both its main gun and its MG in a single Player-turn, it must fire both of them at the same target.

11.4 Spray. An MG may fire at two appropriate targets (see 11.1) in a single Mobile Fire phase if they are in adjacent hexes. Two separate attacks are made. Half of the MG's Attack Factor is used in each attack.

END OF BASIC GAME RULES: The Dawn Attack scenario (19.1), which does not have anti-tank guns, uses only the rules up to this point. In fact, players may disregard the machine gun rules if they wish.

INTERMEDIATE GAME: Sections 12.0 to 15.0 are added to the basic game rules for scenarios 19.2 to 19.5.

12.0 ANTI-TANK GUNS (AT GUNS)

12.1 Rate-of-Fire. Each AT Gun may fire twice during each of its Stationary Fire phases and twice during each Defensive Fire phase of the enemy player-turn. (Exception: heavy AT guns, see 12.4) The two attacks may be at the same target, or at different units that are adjacent or two hexes apart. Attacks by AT guns are announced and resolved one at a time, like all attacks.

12.2 Already-Targeted Units. If an AT gun's first attack hits a tank but does not destroy it, its second attack that Fire phase will automatically hit that tank. (However, the "Hit Effect" die roll is done normally.)

12.3 Emergency Defensive Fire. Whenever an enemy tank moves adjacent to an AT gun during the First Movement phase, the AT gun must fire at it immediately. If a tank moves adjacent to two enemy AT guns, only one of them must fire at it. The AT gun may make only one such attack during an enemy Movement phase, and it must be at the first unit that comes adjacent to it. The AT gun may make only one attack, not two, in the coming Defensive Fire phase. Emergency Defensive Fire occurs only in the First Movement phase, never in the Second Movement phase.

12.4 Heavy AT Guns. German 88mm and British 6-PDR AT guns fire only once per fire phase, like tanks and unlike other AT guns. If a heavy AT gun does Emergency Defensive Fire, it may still fire in the coming Defensive Fire phase.

12.5 Dug-in AT Guns. An AT gun which starts the scenario on the map is considered dug-in until it moves out of that hex. "To Hit" die rolls for attacks on dug-in AT Guns must be modified by +3, regardless of ridges and wrecks. Dug-in AT guns may not be hit by machine guns. An AT gun which moves may never be dug-in again, even if it returns to its original hex.

12.6 Movement of AT Guns. AT guns may move only in the First Movement phase (unless they are towed, see 13.0). AT guns which move may not fire that player-turn. They do not receive a road bonus. They do not have facing.

13.0 TOWING

13.1 Hooking. A truck may tow an AT gun by moving into its hex in its First Movement phase. One truck may only hook-up one AT gun. The truck and AT gun may move no further that movement phase.

13.2 Movement. A truck towing an AT gun may move normally in both its First and Second Movement phases, starting in the Second Movement phase after the truck hooked-up the AT gun.

13.3 Unhooking. In its Second Movement phase, a truck may move normally while leaving the AT gun in its starting hex. It may not unhook the AT gun in the First Movement phase. It may not move prior to unhooking the AT gun in the Second Movement phase.

13.4 Combat. AT guns may not fire while they are hooked to a truck. They may fire in the Defensive Fire phase after they unhook. If a truck that is towing an AT gun is destroyed, the AT gun is destroyed also.

14.0 OVERRUNS

14.1 Procedure. A tank may move into a hex occupied by an enemy AT gun during its First Movement phase. This immediately destroys the AT gun. (AT guns get Emergency Defensive Fire, see 12.3).

14.2 Movement Costs. Moving into an enemy-occupied hex for an overrun counts as three hexes of a tank's Movement Factor, not one. **EXAMPLE:** A Panzer III (Movement Factor of six) may overrun an AT gun that is three hexes away, but not one which is four hexes away. The overrunning tank may not move any further than the overrun AT gun's hex that Movement phase, but it may change its facing at no movement cost.

14.3 Regular Firing. A tank may not fire in the Mobile Fire phase on a turn in which it did an overrun.

14.4 Terrain. An AT gun may be overrun even if it is behind a ridge or is dug-in.

15.0 HIDDEN INITIAL PLACEMENT

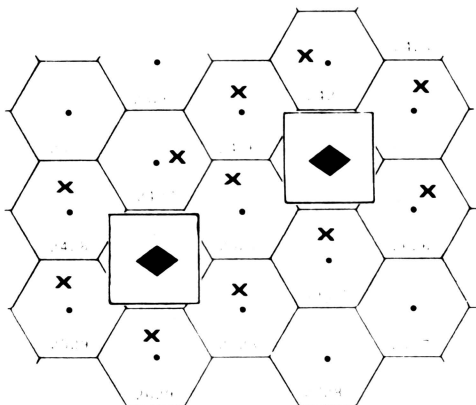
In some scenarios, the anti-tank guns that set up on the map are hidden. In these scenarios the owner writes down on a piece of scratch paper the hex number of each hidden AT gun. The hidden AT gun is not placed on the map until it moves or fires or until an enemy unit moves adjacent to it. The owning player keeps the hex number hidden until this time.

ADVANCED GAME: Rules sections 16.0 to 18.0 are needed only in the Continuing Assault scenario, 19.6.

16.0 OFF-BOARD ARTILLERY

16.1 Targeting Procedure. If a player has an artillery barrage available (see scenario rules), he indicates its use by placing a targeting marker in any hex in the line-of-sight of any of his units at the beginning of his Stationary Fire phase, before any units have fired. The barrage falls at the end of his Mobile Fire phase, after his units have fired. A die is rolled and the scatter diagram on the map is consulted. The second targeting marker is placed two hexes away from the first targeting marker in the direction indicated by the scatter diagram. These two hexes and the 11 hexes adjacent to them are hit by the barrage.

16.2 Hit Effect Die Rolls. A die is rolled for each unit in a hex hit by an artillery barrage to see if it is destroyed. Units in hexes hit by British 25-pdr or German 105mm artillery are de-



All hexes marked with an X are hit by the artillery barrage.

stroyed on a die roll of 1 or 2 (like a 1-1 attack). Units in hexes hit by German 150mm artillery are destroyed on a die roll of 1, 2, or 3 (2-1 attack). Units not destroyed are unaffected. The target's Defense Factor, facing, and cover are all irrelevant.

16.3 No Cancellation of Barrages. Once the first targeting marker is placed, the artillery barrage must fall that turn.

17.0 MINES

17.1 Placement. If a player has mines available in the scenario, the player secretly writes down the hex numbers of the mined hexes on a piece of scratch paper.

17.2 Minefield Attacks. Each enemy unit which enters a minefield hex is destroyed on a die roll of 1, 2, or 3 (2-1 attack). A unit which is not destroyed may remain in the hex without being attacked by the mines any more, or it may continue moving.

17.3 Friendly Units. Units are never attacked by mines owned by their side.

17.4 Permanence of Minefields. Hexes remain mined for the entire game.

18.0 BUILDINGS

18.1 Placement. Building counters may be placed in any hexes, except mined hexes, during the initial set-up by the owning player.

18.2 Movement into Buildings. Tanks and trucks may not enter building hexes. An anti-tank gun may enter a building hex without movement penalty. It is considered to be in the building if it is in the building hex.

18.3 Blocking Line-of-Sight. LOS may be traced into or out of a building hex, but never through it.

18.4 Cover. AT guns in buildings may not be hit by machine guns. Four must be added to the "To Hit" die roll when the target is an AT gun in a building.

19.0 SCENARIOS

19.1 Dawn Attack. (Introductory Level) The British often formed units into night laagers at the end of a day's battle, to protect softer targets and to enable easy fueling-up the next morning. This scenario represents a surprise attack on such a laager.

Forces:

British: 2 (GR), 4 (ST), 2 (TRK)

Germans: 1 (IIIS), 2 (III), 5 (II)

Terrain: Only red ridges are used. Black ridges and all roads are ignored.

Set-up: The British player sets up the trucks in hexes 2119 and 2020. The Grants are placed in hexes 2018 and 2321. The Stuarts are placed in 2019, 2221, 2320, and 2118.

First Move: The Germans move first. They enter any map edge or map edges on the first turn. Some units may instead enter on the second turn if desired.

Game Length: Five game-turns.

Victory Conditions: The side with more units (of any type) on the board at the end of the game wins.

19.2 Charge. (Intermediate Level) This scenario simulates a frontal assault on a fixed position.

Forces:

Germans: 3 (II), 1 (88), 1 (50), 3 (28)

British: 4 (MAT), 7 (ST), 9 (C-II)

Terrain: Both red and black ridges are used. Roads are ignored.

Set-up: The German player may set up anywhere. The anti-tank guns are dug-in (see 12.5) where they set up, but no units are hidden.

First Move: The British move first. British units enter the west map edge on the first and second game-turns.

Game Length: Six game-turns.

Victory Conditions: The British player wins if no German AT guns are left on the board at the end of the game. The German player wins by avoiding a British victory.

19.3 Mixed Assault. (Intermediate Level) The Germans often used AT guns in conjunction with tanks for an assault force. The AT guns moved behind ridges to provide a base of fire to support the tanks.

Forces:

British: 3 (MAT), 1 (GR), 5 (ST), 6 (C-II), 1 (BFR), 1 (2-PDR)

German: 1 (IIIS), 4 (III), 4 (IV), 6 (II), 1 (88), 1 (50), 4 (28)

Terrain: Both red and black ridges are used. Roads are ignored.

Set-up: The British player may set up anywhere within 13 hexes of the east map edge. British AT guns are dug-in and hidden.

First Move: The Germans move first. Units enter the west map edge on the first and second game-turns.

Game Length: 10 game-turns.

Victory Conditions: The German player wins if no British units are left on the board at the end of the game. The British player wins by avoiding a German victory.

Special Rule: Towing with Pz. II Tanks. For this scenario, Pz. IIs may tow AT guns in exactly the same way that trucks do.

AT guns being towed by tanks are destroyed if the tanks are destroyed, but cannot be attacked by themselves.

19.4 Tank Commander's Dream. (Intermediate Level) Occasionally, a tank group would stumble onto a lightly protected convoy.

Initial Forces:

British: 10 (TRK), 4 (2-PDR)

German: 2 (IIIS), 6 (III), 4 (IV), 8 (II)

Terrain: The red ridges and roads are used. Black ridges are ignored.

Set-up: The British player places trucks on the road hexes between 1422 and 2331 inclusive. The AT guns are being towed by the trucks in 1422, 1826, 1927, and 2331.

First Move: The Germans move first. Units enter the south map edge on the first game-turn.

British Reinforcements: The British receive reinforcements, which may enter during the British First Movement phase on the indicated turns.

Turn 1: East Edge-2 (ST), 4 (C-II)

Turn 2: East Edge-3 (GR), 3 (ST)

West Edge-2 (MAT), 3 (ST)

Turn 3: East Edge-6 (C-II)

West Edge-3 (GR), 2 (MAT)

Turn 4: East Edge-4 (ST), 3 (C-II)

West Edge-4 (MAT), 4 (GR)

Game Length: The game ends when all German units have left the board or have been destroyed.

Victory Conditions: The German player wins if all British trucks and AT guns are destroyed and at least four German units exit the south map edge on or after Game-Turn 3. If not, the British player wins. British units exiting the map count as destroyed. German units exiting the north, east, or west map edges count as destroyed, as do units exiting the south map edge before turn three.

19.5 Open Scenario. (Intermediate Level) One side rarely knew what the other side's strength was, or where it was. Often one side stumbled into more than it could handle.

Forces:

Each player may select his own forces. Each player may choose any units he desires, as long as the total point value of the units is between 120 and 150 points as determined from the table below. Players may not select units in excess of the number provided on the counter sheet. The forces are selected secretly.

19.6.1 Part One--Desert Sandwich.

Forces:

British: 3 (GR), 2 (MAT), 3 (C-II), 5 (ST)

German: South Edge: 3 (III), 5 (II), 1 (88), 2 (50)

North Edge: 3 (IIIS), 4 (III), 3 (IV)

Terrain: Both red and black ridges are used. Roads are ignored.

Set-up: The British may set up anywhere.

First Move: The German player moves first. On the First Movement phase, all of the indicated units must enter the south map edge. On the Second Movement phase, the rest of the German units must enter the north map edge.

Game Length for Part One: 5 game-turns.

Exiting the Map: German units may exit the map edge that they entered on game-turns four and five. British units may exit the west map edge on or after game-turn three. Otherwise, units may not exit the map.

Special Rule: Towing with Mark II tanks--Pz. II tanks may tow AT guns just like trucks do. See special rule for 19.3.

19.6.2 Part Two--Airfield Assault.

Initial Forces:

British: 2 (MAT), 3 (C-II), 1 (6-PDR), 1 (BFR), 3 (2-PDR), plus any units which exited the map or were left on the map in Part One, plus six minefield hexes.

German: 2 (IIIS), 4 (III), 4 (IV), 1 (88), 1 (50), 3 (28), 5 (TRK)

Terrain: Red ridges and roads are used. Black ridges are ignored. Also, four building counters are used (see set-up).

Set-up: First, the British player places the four buildings in off-road hexes within two hexes of the crossroads at 1413. Then, he secretly writes down the hex numbers of the six minefield hexes. Other British units may set up anywhere. The AT guns are dug-in if they are not in buildings, but they are not hidden.

First Move: The Germans move first. Units enter the west map edge on the first and second game turns.

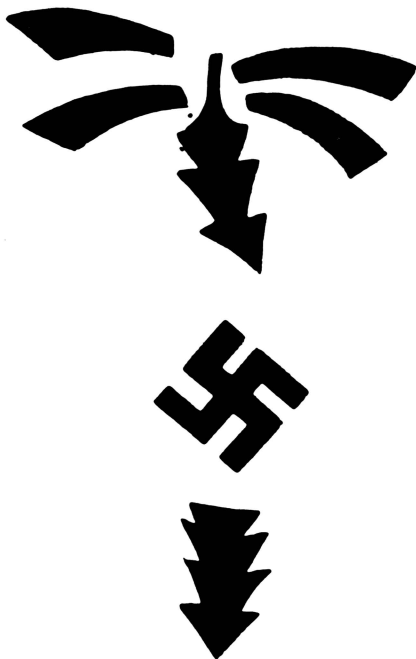
German Reinforcements: All German units which exited the map or were left on the map in part one enter the west edge of the map on the second and third game-turns.

Artillery: The British get two 25-PDR barrages during the game. These may be taken during any game-turn(s). The Germans get one 150mm barrage, which may be taken anytime on or after game-turn three. Each barrage falls only once, not each game-turn.

Game Length: The game lasts until the German player wins or until all German units are destroyed. However, all tanks (not AT guns or artillery) run out of ammunition after game-turn six. No tank may fire on or after game-turn seven, although they may still move and defend normally.

Victory Conditions: The German player wins a marginal victory if a German unit moves adjacent to a building and survives there for one complete turn (until the next German Movement phase, either First or Second). The German player wins a substantial victory if German units move adjacent to three buildings and remain there. All three buildings do not have to be taken simultaneously. The German player wins a decisive victory if all four buildings are taken in this manner. The British player wins if no buildings are taken.

Special Rule: Mark II tanks may tow AT guns, as in Part One.



UNIT COST CHART

British Player

C-II: 6
 MAT: 18
 ST: 10
 GR: 18
 2-PDR: 10
 BFR: 15
 6-PDR: 15
 TRK: 4

German Player

II: 5
 III: 14
 IIIS: 20
 IV: 10
 28: 10
 50: 15
 88: 25
 TRK: 4

Terrain: After both sides select forces, but before either player has entered the map, a die is rolled to determine the terrain used.

- 1: All terrain is ignored.
- 2: Black ridges and roads are used. Red ridges are ignored.
- 3: Red ridges are used. Black ridges and roads are ignored.
- 4: All terrain is used.
- 5: Red and black ridges are used. Roads are ignored.
- 6: All terrain is used.

First Move: Both players roll a die. The player with high die roll (roll again in case of a tie) chooses which of the four board edges he will enter. The other player moves first, and must enter from the opposite edge. All units must enter on the first turn.

Game Length: Four game-turns plus the number rolled on a die. The die is rolled before either player makes his first move, but after both players have selected forces.

Victory Conditions: Each player receives a number of victory points equal to the full value of the enemy units that were destroyed, plus half the value of any enemy units that exited the mapboard. Also, the player who initially had the smaller force receives victory points equal to the difference between the initial values of the forces. The player with more victory points wins. **EXAMPLE:** If the German player has a force worth 140 points and the British player has a force worth 120 points, the German player must get 21 points more than the British player to win.

19.6 Continuing Assault--Sidi Rezegh Airfield. (Advanced Level) During Operation Crusader, the airfield at Sidi Rezegh became an unexpected center of action. Rommel launched an assault on the airfield shortly after the British had taken it. General Cruewell, behind the British lines with a part of the Afrika Korps and out of touch with Rommel, at the same time turned north to attack the airfield from the opposite direction.

This scenario is in two parts, each a separate game. Victory is not determined after the first part, but surviving units may participate in the second part. Thus, players who do well in the first part greatly increase their chance for victory in the second part.

TURN SEQUENCE SUMMARY

First Movement Phase: Attacker moves--Emergency Defensive Fire--OVERRUNS--Minefield attacks--AT guns hook up.

Stationary Fire: Attacker places artillery targeting marker--Attacker fires units which did not move.

Defensive Fire: Defender fires any units.

Mobile Fire: Attacker fires tanks that moved in the First Movement phase--Attacker fires machine guns--artillery barrage falls.

Second Movement Phase: Attacker moves tanks and trucks--AT guns unhooked

DIE ROLL MODIFIERS

DRM	CONDITION
-3	The firing unit is an 88.
-2	The firing unit is a six-pounder.
-1	The firing unit is a IIS, GR, 50, 28, 2-PDR, or BFR.
+1	The firing unit is a II, IV, MAT, or C-II. The target is an AT gun in the open.
+2	The target is a tank or truck behind a ridge or wreck. The firing unit moved or changed facing in the First Movement phase.
+3	The target is an AT gun behind a wreck or ridge or an AT gun that is dug-in.
+4	The target is an AT gun in a building.

TO HIT TABLE

Range in Hexes	Die Roll Needed for Hit After Modification	Effect on Attack Factor
Adjacent	Automatic	Doubled
2-5	1-6	Doubled
6-10	1-4	Normal
11-20	1-3	Normal
21 or more	1-2	Halved

HIT EFFECTS TABLE

Die Roll	1-2	1-1	Odds 2-1	3-1	4-1
1	X	X	X	X	X
2	—	X	X	X	X
3	—	—	X	X	X
4	—	—	—	X	X
5	—	—	—	—	X
6	—	—	—	—	—

A result of X means that the target is destroyed.

A result of “—” means that the target is unaffected.











































Attacks at less than 1-2 are automatically “no effect”.











































Attacks at over 4-1 are treated as 4-1.











































NOTES








































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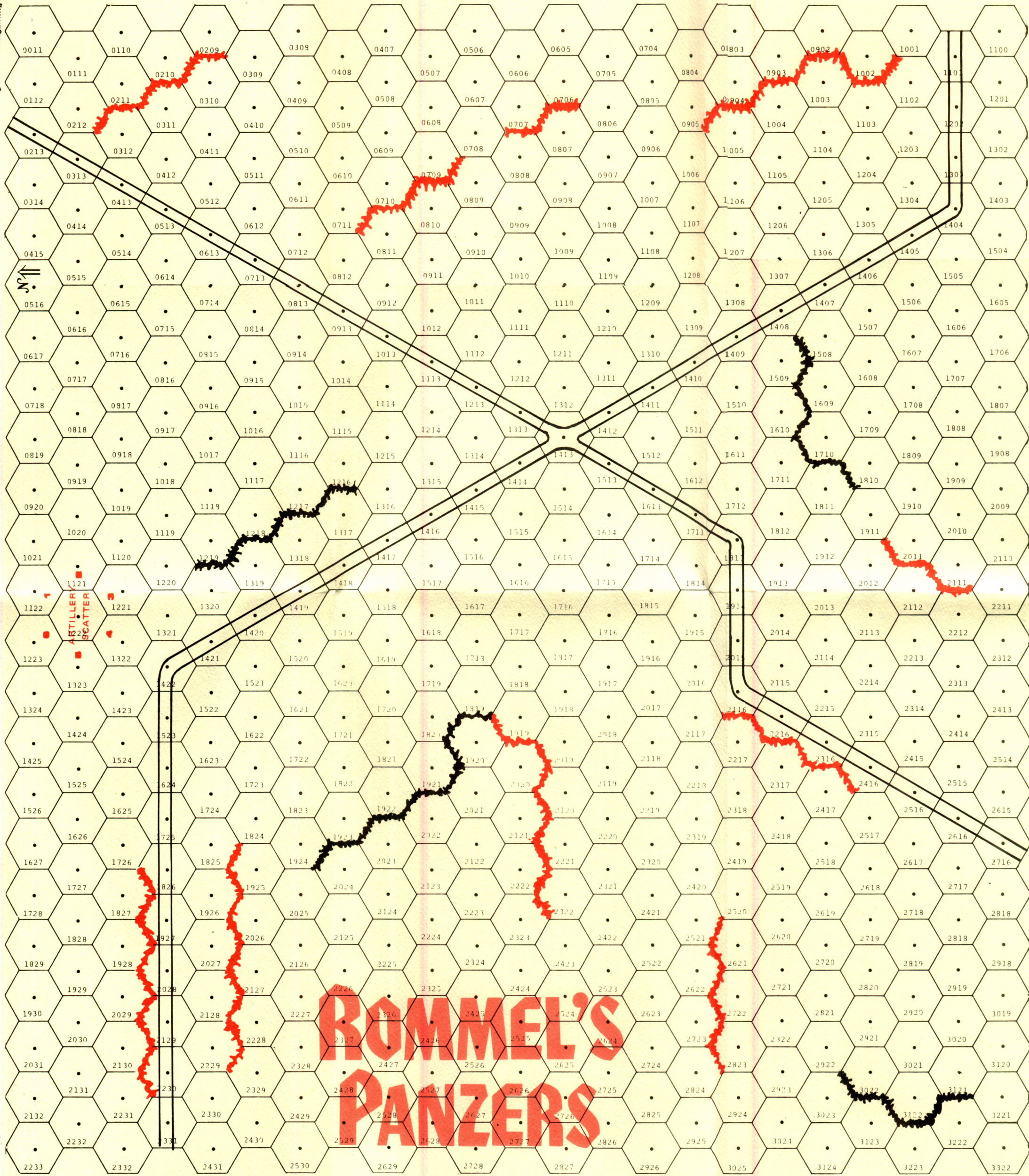
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ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	MAT  10 · 25 · 5	GR  15 · 15 · 7
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ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	GR  15 · 15 · 7	GR  15 · 15 · 7

GR  15 · 15 · 7	2-PDR  10 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 II 5 · 5 · 12	 II 5 · 5 · 12	 II 5 · 5 · 12
BFR  15 · 2 · 1	2-PDR  10 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 II 5 · 5 · 12	 II 5 · 5 · 12	 II 5 · 5 · 12
BFR  15 · 2 · 1	6-PDR  30 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 88 60 · 2 · 2	 50 15 · 2 · 2	 II 5 · 5 · 12
BFR  15 · 2 · 1	6-PDR  30 · 2 · 1	TRK  0 · 2 · 6	BLDG  BLDG		 50 15 · 2 · 2	 II 5 · 5 · 12
2-PDR  10 · 2 · 1	6-PDR  30 · 2 · 1	TRK  0 · 2 · 6	BLDG  BLDG		 88 60 · 2 · 2	 II 5 · 5 · 12
2-PDR  10 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	BLDG  BLDG	BLDG  BLDG	 88 60 · 2 · 2	 50 15 · 2 · 2

ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	GR  15 · 15 · 7
ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	MAT  10 · 25 · 5	GR  15 · 15 · 7
ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	MAT  10 · 25 · 5	GR  15 · 15 · 7
ST  10 · 10 · 10	ST  10 · 10 · 10	C-II  10 · 5 · 8	C-II  10 · 5 · 8	MAT  10 · 25 · 5	GR  15 · 15 · 7	GR  15 · 15 · 7
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GR  15 · 15 · 7	2-PDR  10 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 II 5 · 5 · 12	 II 5 · 5 · 12	 II 5 · 5 · 12
BFR  15 · 2 · 1	2-PDR  10 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 II 5 · 5 · 12	 II 5 · 5 · 12	 II 5 · 5 · 12
BFR  15 · 2 · 1	6-PDR  30 · 2 · 1	TRK  0 · 2 · 6	TRK  0 · 2 · 6	 88 60 · 2 · 2	 50 15 · 2 · 2	 II 5 · 5 · 12
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 III 13 - 15 - 6	 III 13 - 15 - 6	 III 13 - 15 - 6	 III 13 - 15 - 6	 III 13 - 15 - 6	 III 13 - 15 - 6	 III 13 - 15 - 6
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PANZER ROLLEN IN AFRIKA VOR . . .



1/28/42 - Benghazi: Our Panzer III column growls forward at the British six-pounder, dug-in on the next shimmering sand dune. On our left a Matilda lumbers in, guns blasting. Our battle is gritty and hard. But, I know the men of the Afrika Korps will be victorious. We have become crafty 'rats' of the desert. We have the will and genius of General Rommel as our sustaining guide. Heil!

ROMMEL'S PANZERS is Metagaming's historical Micro-Game. Tactical unit combat in North Africa was perhaps the ultimate example of armored warfare. You command the tanks and fight the battles in the fast moving simulation. The fun and playability of micros is now history.

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